

# Codebook

This guide can be used to reproduce the data analyses reported in “[Mwar: A Bayesian Estimator of Manager Value](#),” now in press in the *Journal of Sports Analytics*. The necessary data and code are posted on [supporting materials page](#). This code book catalogs and describes the data and code files. All the data are in .csv format. The codes consist of either Stata .do or Python .ipynb files; they are amply annotated to enable translation into other programming languages.

## A. Data files

**df\_1.manager\_gamel\_level.csv**  
*game-level manager record*

variable name	description	note
retroID	manager retroID	
game_date	game date	
game_id	retsheet game id	
teamIDretro	retsheet team name	
opponent	retsheet opponent	
team_runs	team runs	
opponent_runs	opponent runs	
result	game result	
home_away	home (H) or away (A)	
name_last	manager last name	
name_first	manager first name	
yearID	season	
teamID	Lahman teamID	

**df\_2.team\_warpg.csv**  
*team WAR per game*

variable name	description	note
teamID	Lahman teamID	
yearID	season	
warpg	WAR per game	
z_wpg	season standardized WPG	

**df\_3.mwar\_bootstrap\_feeder.csv**  
*data for parametric bootstrap null*

variable name	description	note
mgrID	manager retroID	
name_first	manager last name	
name_last	manager first name	
yearID	season	
teamID	team	
w	wins	
l	losses	
games	season games	
wp	winning percentage	
warp_g	team WAR per game	
z_wpg	season standardized WPG	
mgr_n	unique mgr numeric identifier	
tg	career games managed	vestige of data cutoff

**df\_4.observed\_mwar\_mle.csv**  
*manager observed MLE data*

variable name	description	note
mgrID	manager retroID	
mgr_n	unique mgr numeric identifier	
xb	predicted manager effect logit scale	

**df\_5.mwar\_bs\_en.csv**  
*bootstrap simulated realistic null*

variable name	description	note
rep	replicate number	
mgr_n	unique mgr numeric identifier	
xb_en	replicate predicted manager effect logit scale	
mgrID	manager retroID	
xb_mu	manager sim mean	mean of replicate scores
xb_se	manager sim SE	SD of replicate scores
z_sim	manager z	$(\text{rep } xb\_en - xb\_mu) / xb\_se$

**df\_6\_hb\_mcmc\_replicates**  
*Hierarchical Bayes MCMC draws*

<b>variable name</b>	<b>description</b>	<b>note</b>
draw	MCMC draw no.	
mgrID	manager retroID	
u	manager theta logit scale	
prob	manager theta prob scale	
w162	manager theta mw162	

**df\_7.mcmc\_replicates\_plus\_mle\_data.csv**  
*Hierarchical Bayes MCMC draws plus plus MLE data scores*

<b>variable name</b>	<b>description</b>	<b>note</b>
mgrID	manager retroID	
MAP_w162	posterior MAP mw162	same value for all manager rows
HDI_lower_w162	lower bound 0.95 HDI	same value for all manager rows
HDI_upper_w162	upper bound 0.95 HDI	same value for all manager rows
draw	MCMC draw no.	
u	MCMC draw no. theta	
data_162	MLE data score wp	same value for all manager rows
data_162se	MLE data SE wins/162	same value for all manager rows
mw162	MLE data score	same value for all manager rows

**df\_8.mwar\_MAP\_95hdis**  
*Hierarchical Bayes MAPs and 0.95 HDIs*

<b>variable name</b>	<b>description</b>	<b>note</b>
mgrid	manager retroID	
map_w162	posterior MAP mw162	
hdi_lower_w162	lower bound 0.95 HDI	
hdi_upper_w162	upper bound 0.95 HDI	
hdi_width	0.95 posterior pass width	
mean_w162	mean theta in mw162	
median_w162	median theta in mw162	
sd_w162	sd theta wm162	
ci_lower_w162	ci lower theta mw162	
ci_upper_w162	ci upper theta mw162	
ci_width	ci width theta mw162	
n_draws	total number MCMC draws	

**df\_9.team\_recs\_plus\_wpg.csv**

*season team records plus WAR per game scores*

variable name	description	note
yearID	season	
w	wins	
l	losses	
teamID	Lahman teamID	
warp	team WAR per game	
z_wpg	season standardized WPG	
games	season games played	
wp	winning percentage	

**df\_10.2025\_mgr\_patch.csv**

*supplemental patch for 2025 manager records*

variable name	description	note
name	manager name	
mgrID	retroID	
team	team managed	
w	wins	
l	losses	
name_first	first name	
name_last	last name	
teamID	Lahman team ID	
yearID	season	

**df\_11.manager\_team\_games.csv**

*number of managed team games vs total team games per season*

variable name	description	note
mgrID	manager retroID	
name_first	first name	
name_last	last name	
teamID	Lahman teamID	
yearID	season	
gm	games managed	
gp	team games played	
retroID	manager retroID	

**df\_12.manager\_name\_id\_match.csv**  
*manager name and manager ID key*

<b>variable name</b>	<b>description</b>	<b>note</b>
retroID	manager retroID	
name_last	first name	
name_first	last name	
mgrID	manager retroID	

**df\_13.mgr\_season\_by\_season\_plus\_team\_wpg.csv**  
*manager record by season along with team WAR per games*

<b>variable name</b>	<b>description</b>	<b>note</b>
mgrID	manager retroID	
name_first	first name	
name_last	last name	
yearID	seaspm	
teamID	Lahman teamID	
w	wins	
l	losses	
games	season games managed	
wp	winning percentage	
warpg	team WAR per game	
z_wpg	season standardized WPG	
mgr_n	unique mgr numeric identifier	
tg	career total managed	same value for all manager rows

**df\_14.season\_by\_season\_mw162\_incl\_game\_count.csv**  
*record of updated manager mw162 per season*

<b>variable name</b>	<b>description</b>	<b>note</b>
name_last	first name	
name_first	last name	
yearID	seaspm	
teamID	Lahman teamID	
mgrID	manager retroID	
w	wins	
l	losses	
games	games managed season	
u_map	season-running MAP logit scale	
u_sd	season-running SD logit scale	

tau fixed	HB tau	model-fixed value for all rows
beta0 fixed	HB constant	model-fixed value for all rows
beta wpg fixed	HB beta WAR per game	model-fixed value for all rows
winsHB	season-running MAP mw162	
winsHB se	season-running mw162 SE	
pHB se	season-running theta SE prob scale	
cum_games	running game total	

**df\_15.season\_by\_season\_theta\_i\_progression\_logit\_space.csv**

*record of updated manager estimated MAP in logit space*

variable name	description	note
mgrID	manager retroID	
u_map	season-running MAP logit scale	
u_sd	season-running SD logit scale	
as_of_year	season	
tau fixed	tau	model-fixed value for all rows
beta0 fixed	HB constant	model-fixed value for all rows
beta wpg fixed	HB beta WAR per game	model-fixed value for all rows

**df\_16.map\_plus\_data.csv**

*manager MAP mw162 plus MLE data scores*

variable name	description	note
mgrID	manager retroID	
map_w162	MAP mw162	
hdi_lower_w162	posterior MAP mw162	
hdi_upper_w162	lower bound 0.95 HDI	
hdi_width	upper bound 0.95 HDI	
mean_w162	0.95 posterior pass width	
median_w162	mean theta in mw162	
sd_w162	median theta in mw162	
ci_lower_w162	sd theta wm162	
ci_upper_w162	ci lower theta mw162	
ci_width	ci upper theta mw162	
n_draws	ci width theta mw162	
mgr_n	total number MCMC draws	
xb	manager MLE impact logit scale	
xb_se	manager MLE impact SE logit scale	
z_obs	MLE z	
se_pr	manager MLE impact SE prob scale	
pr	manager MLE impact prob scale	
data_162	manager MLE wins 162	
data_162se	manager MLE wins 162 SE	

## B. Codes

Code No.	description	programming language
1	create observed manager impacts and bootstrap feeder	stata
2	generate bootstrap realistic null	python
2a	code bootstrap realistic null	stata
3	generate and analyze pivotal zs, including global FDR	stata
4	hierarchical Bayes model MCMC draws	python
5	ROPE analysis	python
6	Bayesian updating illustrator	stata
7	mw162 density plot	stata
8	analysis of mw162 $\pm$ 2 populaion frequency	python
9	customizable asymmetric loss function	python
10	generation of mw162 $p$ scores, plus density distribution	stata
11	Plotting of learning curve individual managers	python
12	Aggregate learning curve analysis	stata
13	Analysis of mWAR explanator powr	stata